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ROCKET SCIENCE GAMES

Cadillacs & DINOSAURS

The Second Cataclysm



BY DAVID FIX & FRANK CHIACCO



LICENSED BY SEGA
ENTERPRISES LTD. FOR PLAY
ON THE SEGA CD™ SYSTEM



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Cadillacs AND DINOSAURS

The Second Cataclysm

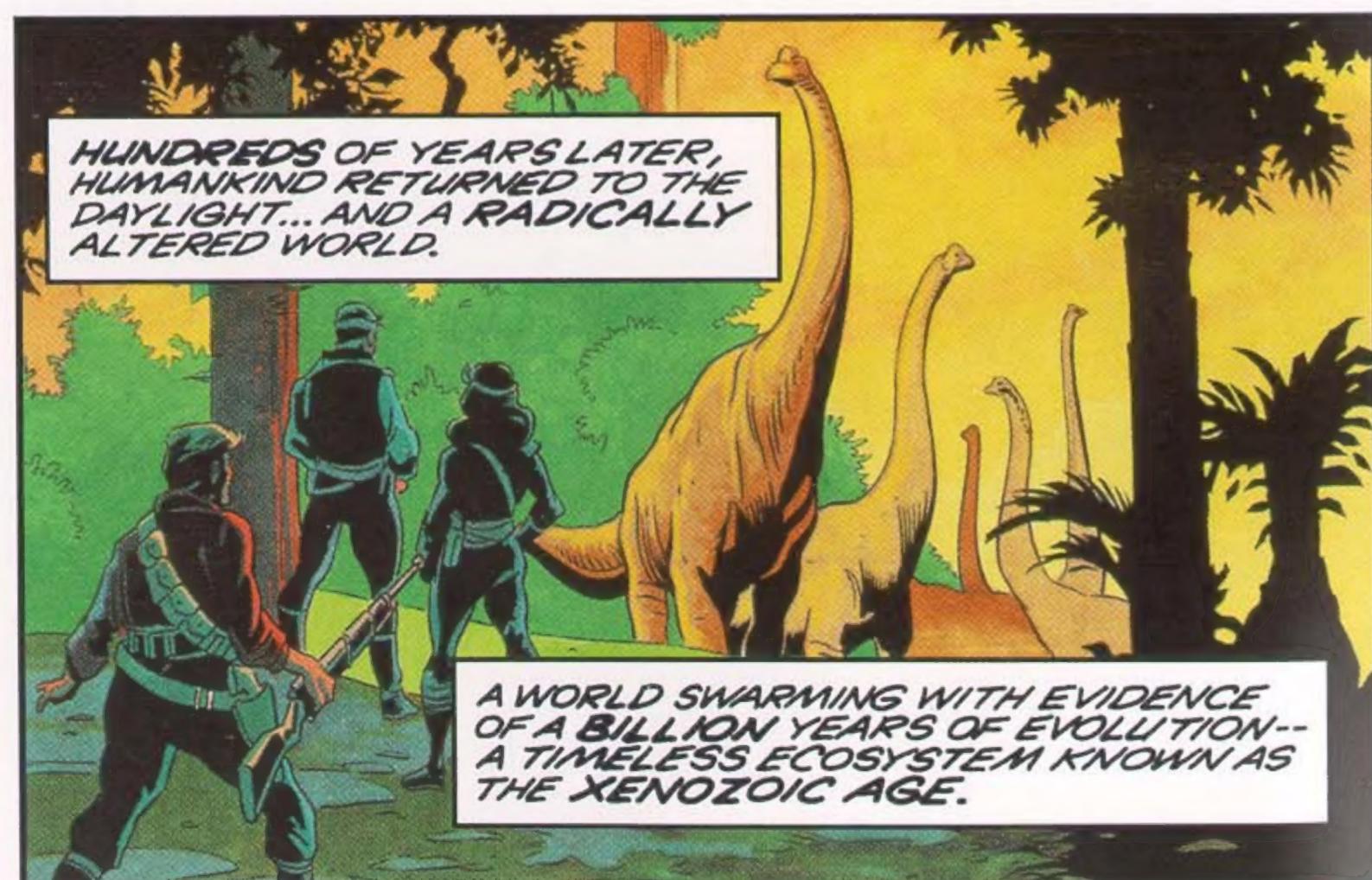
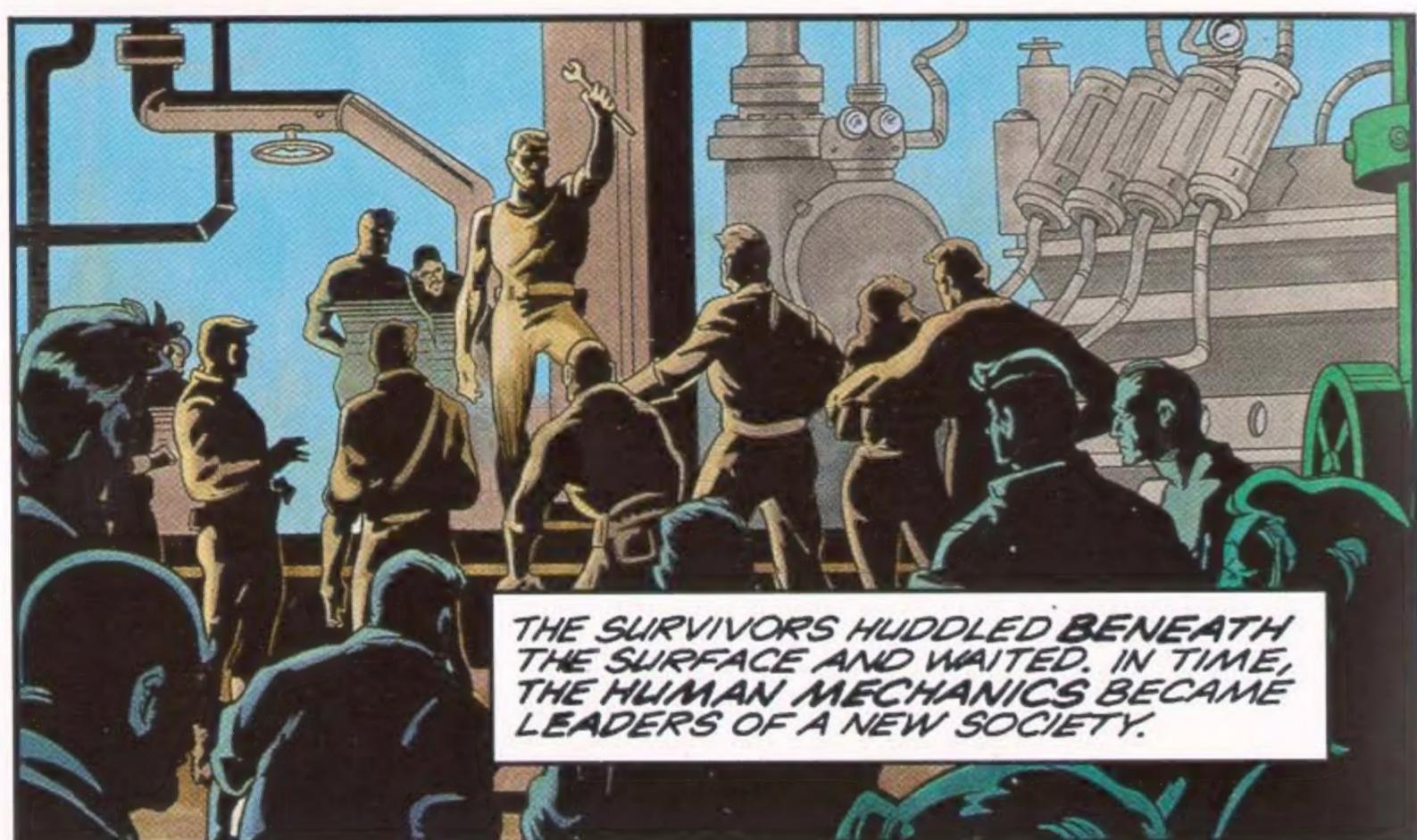
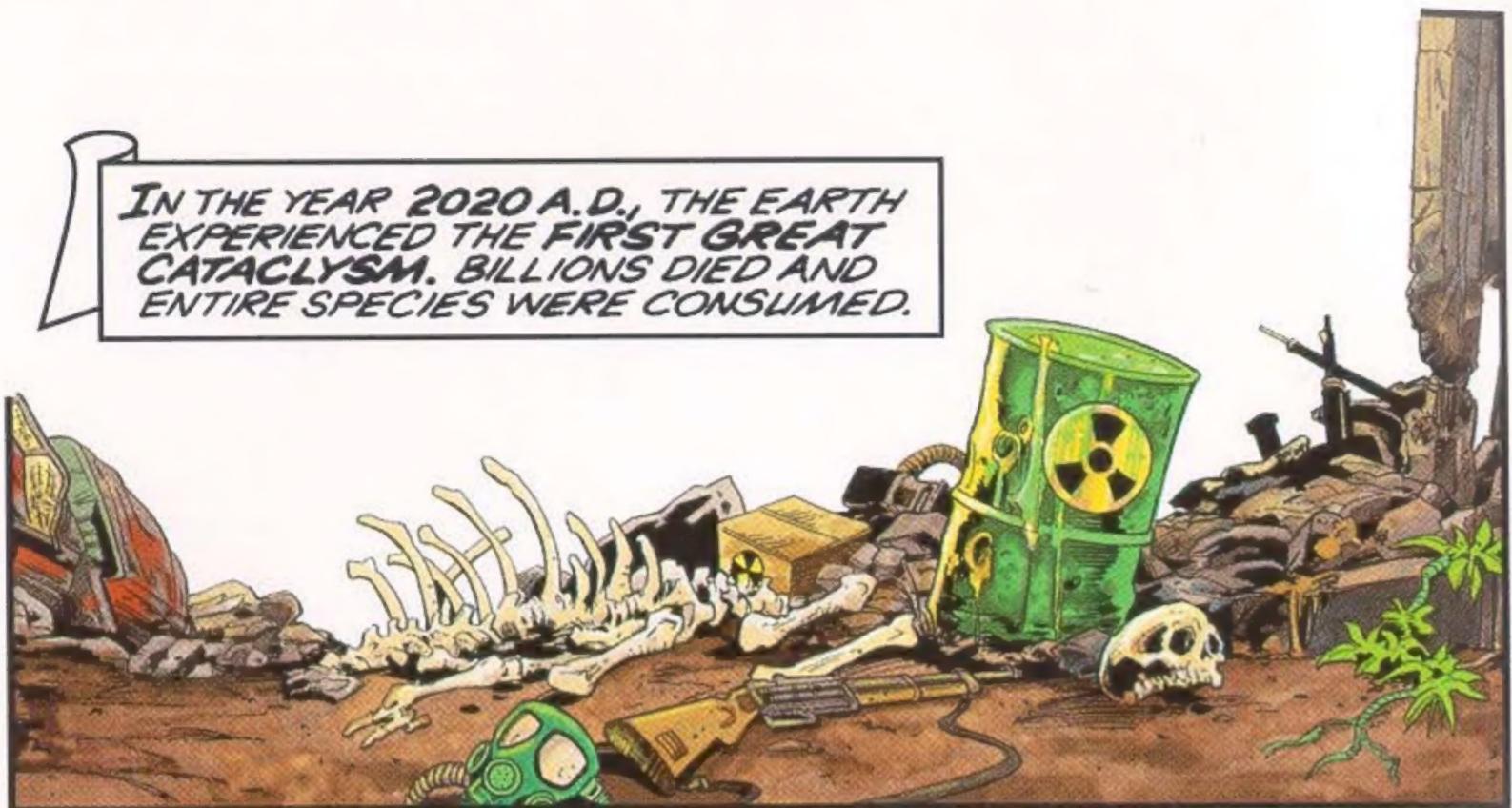
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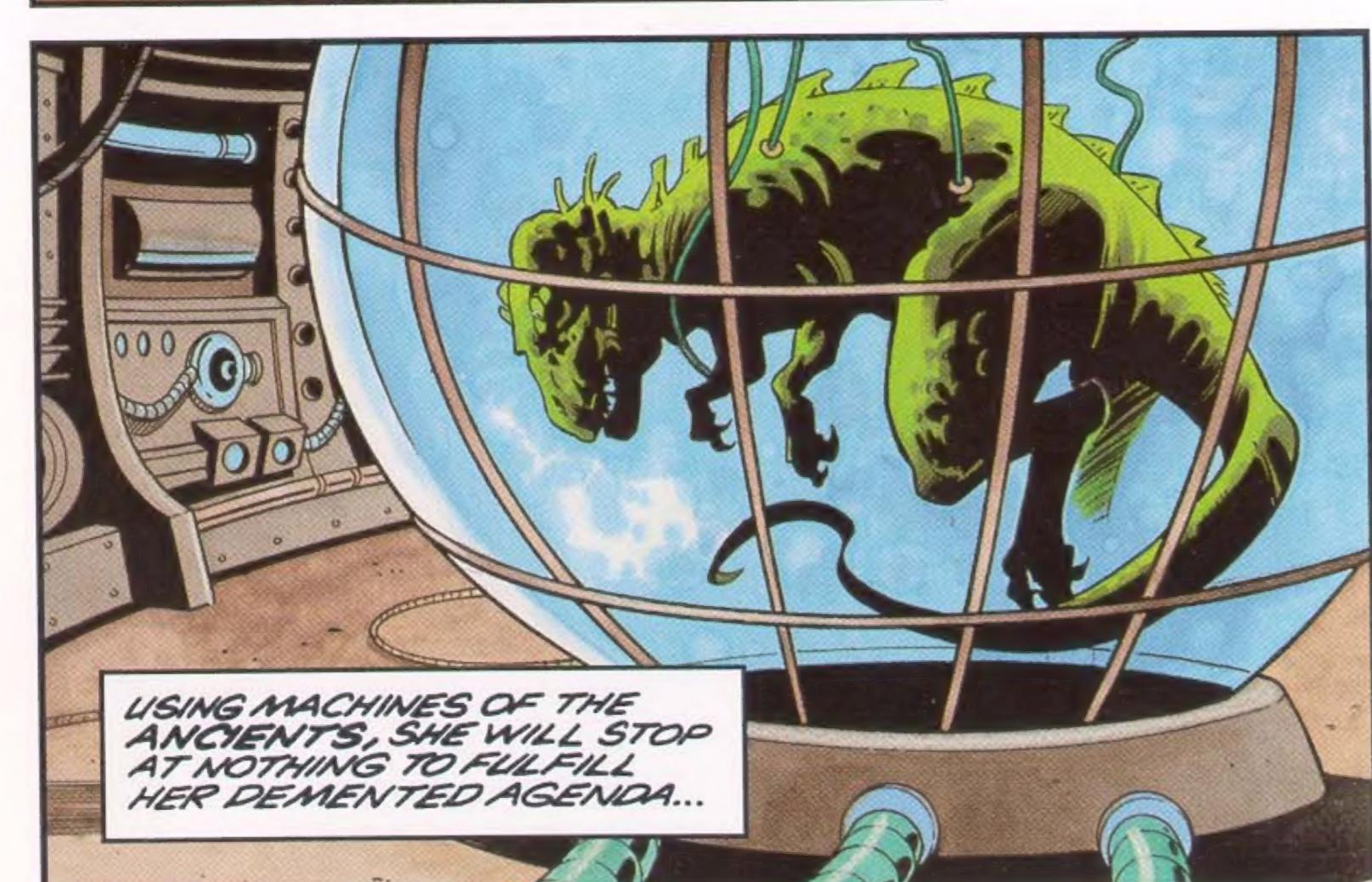
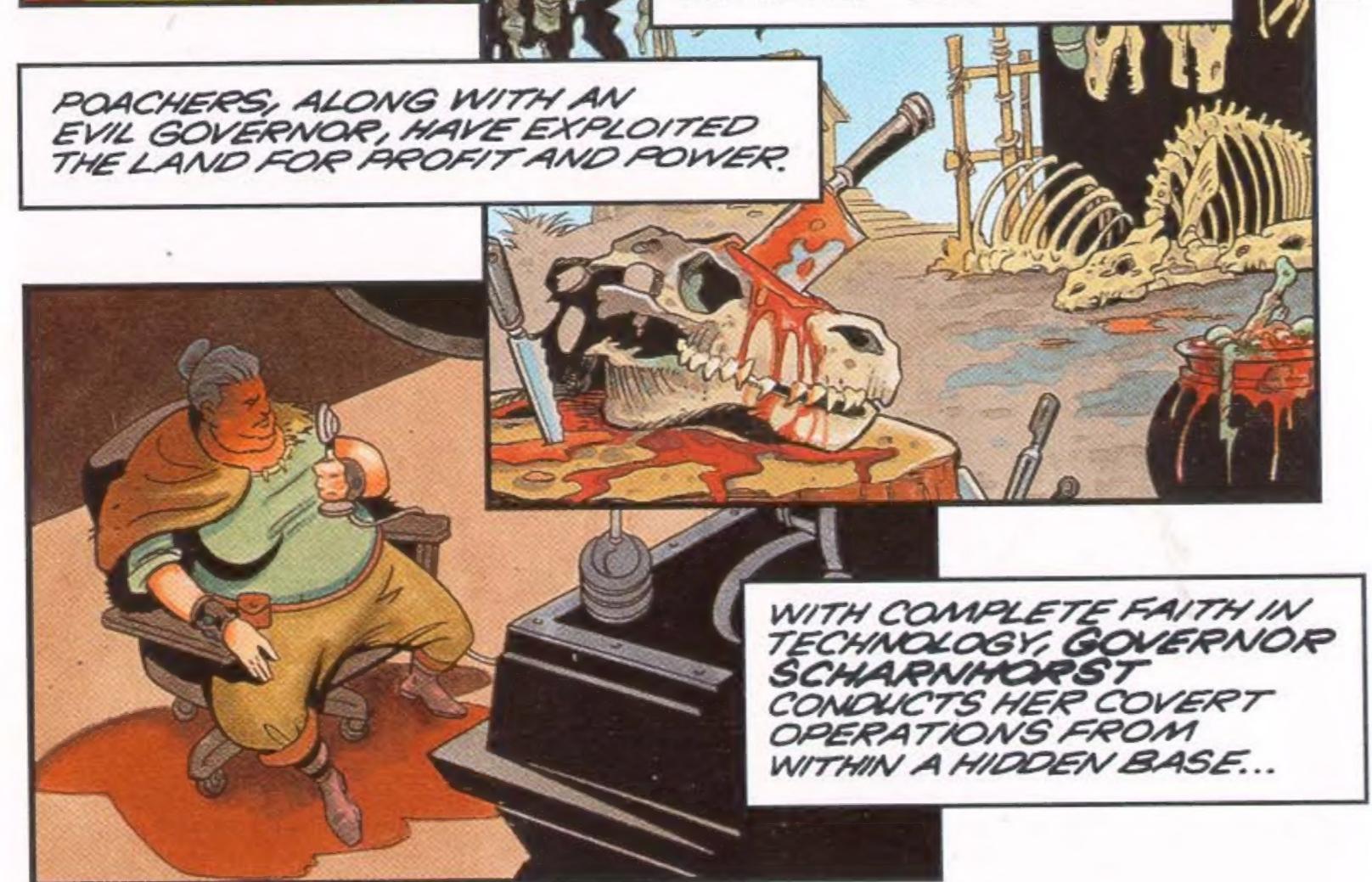
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GLOSSARY



CITY IN THE SEA Built in the ruins of what was once Manhattan, the City in the Sea is now the theater for another battle — the conflict between ego-driven politicians and those who uphold the *Machinatio Vitae*.

CUTTER An Allosaurus, ranging from 15 to 40 feet in length and weighing up to 5 tons.

THE GRITH Known as "The Ancient Ones," the Grith are a mysterious, solitary race who shun contact with humans. By nature non-aggressive, the Grith came into conflict with early humans and sought safety in isolation. They inhabit deep caverns unknown to human geologists.

MACHINATIO VITAE The preservation of the balance of nature, the creed of the Old Blood Mechanics. Literally, "the machinery of life."

MACK Triceratops, about 30 feet long and weight from 6 to 8 tons. When provoked, the males will attack.

OLD BLOOD MECHANICS The "Old Bloods" kept the generators going during the centuries spent underground following the cataclysm. After the return to the surface, they maintained a shamanistic influence over the populace. Jack Tenrec is the most respected of the Old Bloods.

QUA HOON! Wow!

SAMBUK A Brachiosaurus, sambuks range up to 100 feet in length and up to 150 tons in weight.

SHIVAT Tyrannosaurus Rex, the largest and most ill-tempered of the carnivores, shivats can be 40 or more feet long and weigh up to 10 tons.

SLITHER Slang term for dinosaurs.

WASSOON The only tribe with which the City in the Sea has had any significant contact. The City of Wassoon, was built above the submerged ruins of Washington, D.C., a great city of granite and marble that was completely leveled by the cataclysm.

ZEKE Pteranodon, aerial scavengers that feed on carrion, zekes range from very small sizes up to 40-foot wingspans, and weigh up to 150 pounds.

CHARACTERS



Jack Tenrec

He is one of the few humans trusted by the Grith, and is occasionally contacted by them to help restore the balance of nature. Jack is often thrown into danger, but his principles always see him through.



Hannah Dundee

she meets Jack Tenrec. Although at first there is tension between them, they eventually learn to trust each other in their mutual quest for survival.

Hannah is an expert at negotiation and manipulation, has a strong sense of loyalty, great natural curiosity and is a leader by nature. She is also a dead-eye shot.

CHARACTERS



HOBB THE GRITH

Hobb, the leader of the Grith, telepathically communicates with Jack on rare occasions, either to impart information or to seek help.

The Grith live underground and do not speak. Only when the very fabric of life itself or the ecology of the unstable Xenozoic Era is threatened, do the Grith involve themselves with humanity.



Hobb The Grith

SCHARNHORST

One of the Governors of the City in the Sea, megalomaniac Wilhelmina Scharnhorst is plotting to become its dictator. Her goal is to elevate the young society to a high-tech level, free from any dependency on nature.



Scharnhorst

Jack Tenrec is the biggest obstacle to Scharnhorst's plan. She depends on Jack for his knowledge, but is constantly forming alliances with anyone she thinks can weaken him.



Hammer Terhune

HAMMER TERHUNE

Hammer Terhune is Jack's mortal enemy. Naturally cunning, he is also barbaric, savage and brutal. His gang of poachers are out to get the most that it can at the expense of everyone else.

These ruthless renegades prey against the farmers and settlers. They see poaching as their given right, regardless of the consequences to others or nature. They are determined to stop Jack's interference.



STARTING UP

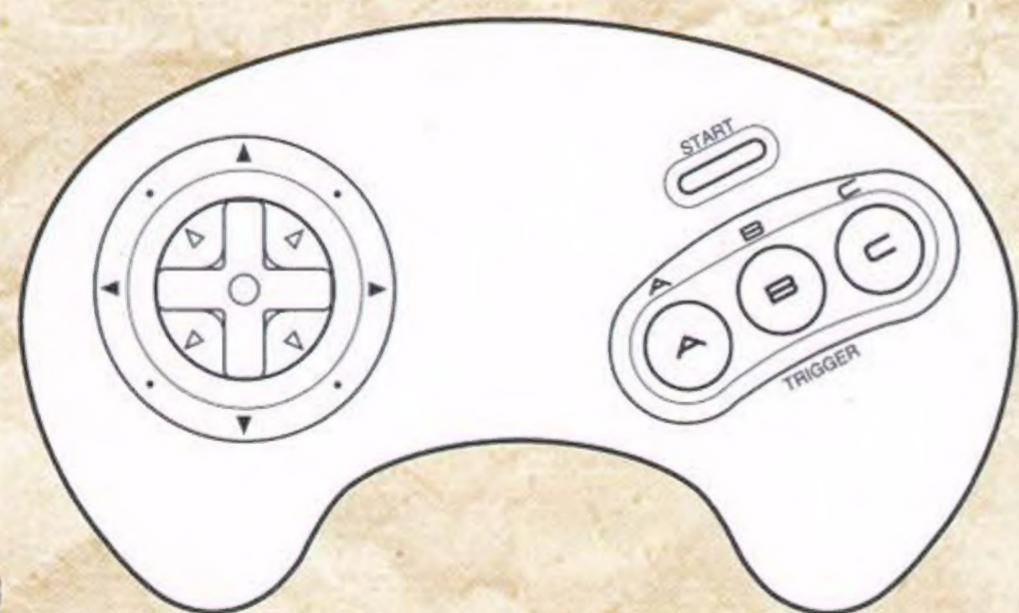
1. Set up your Sega CD and Sega Genesis™ systems and plug in control pad 1.
2. Turn on your TV or monitor, and then turn on your Genesis. The Sega CD logo appears. **NOTE:** If nothing appears on screen, turn the system OFF, make sure it is set up correctly, and then turn it ON again.
3. Open the disc tray or CD door. Place the CADILLACS AND DINOSAURS compact disc into the disc tray, label side up. Close the tray or CD door.
4. If the Sega CD logo is on screen, press START to begin the game. If the control panel is on screen, move the cursor to the CD-ROM button and press BUTTON A, B or C to begin.
NOTE: If the disc is already in the Sega CD when you turn it on, the game will begin automatically after a few moments.
5. Press the start button to skip the introduction and display the game menu.
6. Use the D-PAD to highlight your game choice.

7. Press any button to begin your joyride.

BUTTON CONTROLS

D-PAD

Controls your game sight, moves through selections on the options screen

**LEFT/RIGHT**

steers

**BUTTON A**

Shoots. Tap for normal gun fire. Hold down to charge your gun, then release for an explosion of firepower.

BUTTON B

Turbo Boost Helps you to launch off obstacles for a jump or power through mud. (Chapters 1 - 6) Reverses your view (Chapter 9)

BUTTON C

Shoots. Tap for normal gun fire. Hold down to charge your gun, then release for an explosion of firepower (Chapters 1-6). Railgun (Chapters 7-9).

START

Starts the game. Exits the chapter introductions. Pauses the game.

Cadillacs and Dinosaurs is a fast paced action game. Slow motion modes are not recommended.

1 PLAYER/2 PLAYERS In player 1 mode, the player steers and shoots. In 2 Player mode, player 1, as Jack, steers throughout the game and shoots in chapters 7 - 9. Player 2, as Hannah, shoots. Select 2 Player mode in the options screen.

OPTION SCREEN Use the D-Pad (up/down) to highlight your selection. Use D-Pad (left/right) to change selection. Press start button to activate.

CHAPTER SELECT To advance, you must play through the chapters in order. But once you've conquered a chapter, you can return to it at any time by highlighting the chapter select in the options screen and pressing the joypad right or left to select your chapter.

MUSIC Turns music on and off.

DIFFICULTY Select "Easy" or "Hard" difficulty levels in the options screen.

SCREEN INDICATORS

DESTRUCTO-CLOCK You have 1 hour to prevent the Second Cataclysm! The clock normally runs in real time, but your attention to the Machinatio Vitae can affect it. Killing or wounding animals speeds up the clock; preserving their lives slows it down.

DAMAGE Jack's beefed-up '53 Cadillac will sustain damage from ammo hits, bumps and slither nudges. Don't let the damage meter max out.

LIVES You get up to 9 lives to save the world from Scharnhorst and her poachers.

SCORE You earn points for your driving and shooting skills.

CRYSTALS Scattered by the Grith, these will repair the Cadillac to some extent and reduce the bar in the damage meter.



GAME PLAY



Every obstacle is a challenge! Jack and Hannah are hurtling towards disaster — one they've got to stop! The road is a minefield of dangers, from potholes and geysers to enraged macks, shivats, cutters and sambuks. Avoid the hazards, mutant snails and giant centipedes while barreling along at top speed.



Watch for "Ys" in the road where you've only got a split-second to veer in the right direction. Remember the Machinatio Vitae: Revere nature; don't destroy her creatures.

Hint: One way to preserve the balance of nature is to cut down on the poacher population.



GAME PLAY



If the Cadillac hits too many obstacles, it could spell doom for civilization! It's easy to get lost in the jungle but there is always a way out. If you seem to be driving in circles, you might be! Try taking a different route. When the path appears blocked, you may have missed a turn before the barrier. There are no dead ends.

REACTOR CONSOLE NAVIGATION TOOLS (LEVELS 7-9)



PRESSURE GAUGE - Use this indicator to determine which color pipes it's safe to shoot, to lower the pressure in the reactor. Don't hit the high pressure pipes before their time, or you'll take damage.

COMPASS - Use the compass to navigate your way through the maze, and remember where you've been.

GEIGER COUNTER - The flashing dot indicates your relative position to the source of the radiation. The faster it flashes, the closer you are to the source. In level 7 use it to lead you to your destination. In level 8 use it to go the opposite direction. Pay close attention to this device in level 9!

CREDITS

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Big Sound
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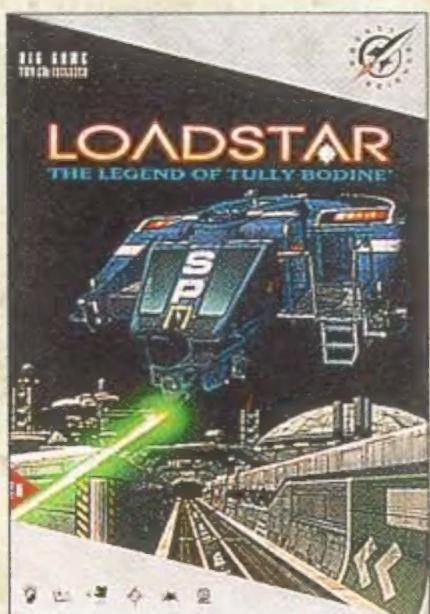
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